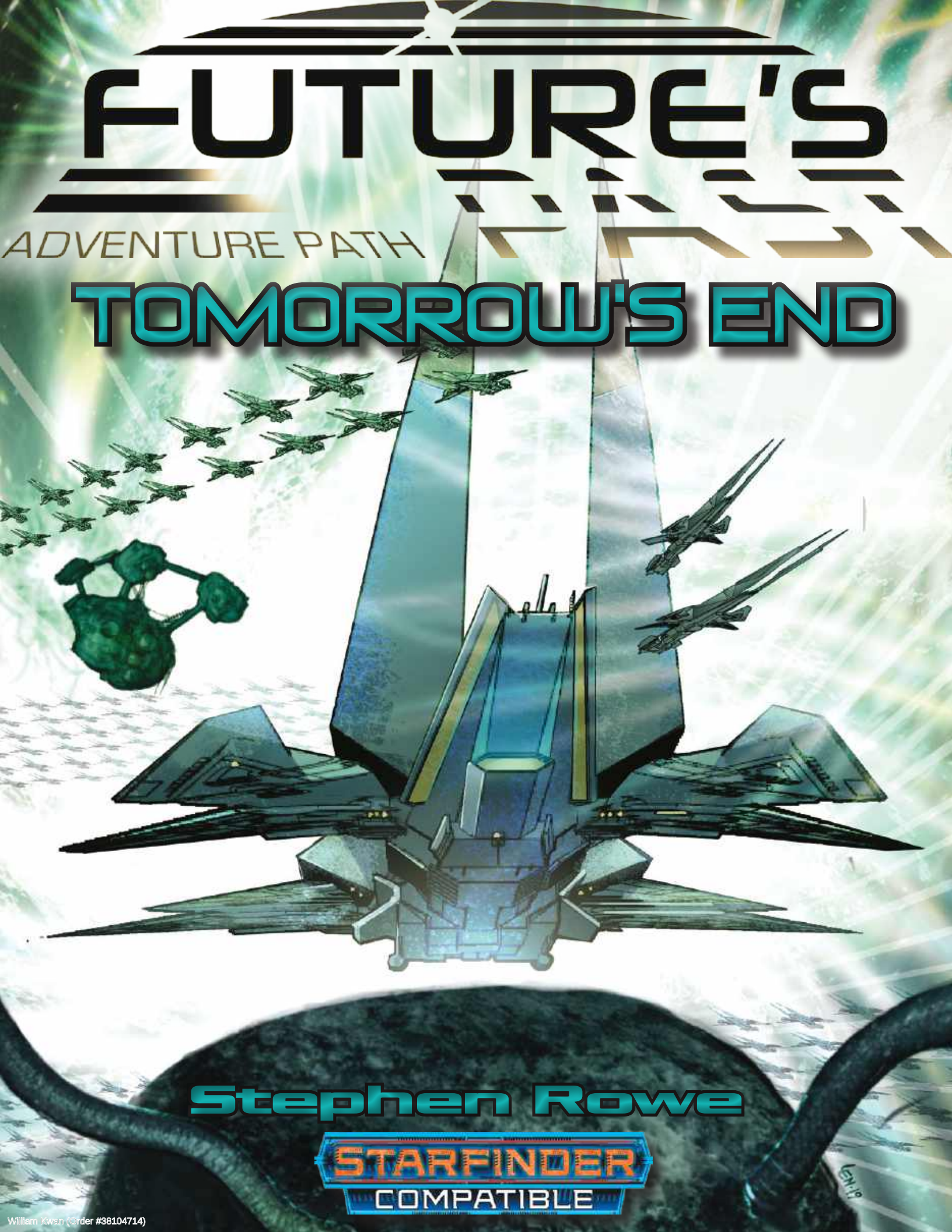
FUTURE'S

ADVENTURE PATH

TOMORROW'S END



Stephen Rowe

STARFINDER COMPATIBLE

William Kwan (Order #38104714)

STARFINDER COMPATIBLE

FUTURE'S PAST

ADVENTURE PATH

Part 5 of 5

TOMORROW'S END

[Author] Stephen Rowe

[Creative Director] Stephen Rowe

[Editor] Thomas Baumbach

[Art] Leonard O'Grady

[Cartography] Bryan G. McWhirter

[Graphic Design]
Thomas Baumbach
Justin Andrew Mason

[Layout] Thomas Baumbach

[Publisher] Jonathan G. Nelson

:Table of Contents

:Background	2	[2.3] Druune Fleets	12
:Adventure Summary	2	[2.4] Formian Fleets	12
:Introduction	2	[3.0] Encounters	12
[1.0] Breaking the Rules	2	[3.1] Fleet Combat Rules	13
[1.1] Practiced Perfection	4	Rounds and Phases	13
[1.2] Heavy Iteration	4	1. Leadership	13
[1.2.1] Limitations	4	2.. Intuition	14
[1.2.2] Transport	5	3. Engagement	14
[1.2.3] Force Multiplier	5	[3.2] Starship Combat Rules	18
[1.3.3] Changing the Past	6	Environment	19
[1.3.4] Costs	7	[3.3] Combat Encounters	20
[1.3] Vincent's Node	8	[3.3.1] Invasion | CR 8 or 9	20
[2.0] Fleet Combat	9	[3.3.2] Boarding CR varies	22
Fleet Combat Conversion	9	[3.3.4] Central's Avatar	24
[2.1] Central's Fleets	10	Conclusion	25
[2.2] Coalition Fleets	11	Continuing the Adventure	26

Threat Reference Symbols

Combatant

These creatures are best suited to physical fighting, and can be good at range, in melee, or both.

Expert

These creatures tend to be better with skills and use them to their benefit in combat.

Spellcaster

These creatures rely primarily on spells or spell-like abilities to make them formidable in a fight.

AAW GAMES LLC
Jonathan G Nelson
PO Box #92 | Snoqualmie, WA 98065

AAW Games LLC All Rights Reserved.
AAW Games, the AAW Games logo, and Adventureaweek.com are registered trademarks of AAW GAMES LLC.

Compatibility with the Starfinder Roleplaying Game requires the Starfinder Roleplaying Game from Paizo Inc. See http://paizo.com/starfinder for more information on the Starfinder Roleplaying Game. Paizo Inc. does not guarantee compatibility, and does not endorse this product.

Starfinder is a registered trademark of Paizo Inc., and the Starfinder Roleplaying Game and the Starfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Inc., and are used under the Starfinder Roleplaying Game Compatibility License. See http://paizo.com/starfinder/compatibility for more information on the compatibility license.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License version 1.0a, Section 1(e), and are not Open Content: All trademarks, registered trademarks, proper names (characters, deities, etc.), dialogue, plots, storylines, locations, characters, artwork, and trade dress. (Elements that have previously been designated as Open Game Content or are in the public domain are not included in this declaration.)

Open Content: Except for material designated as Product Identity (see above), the game mechanics of this AAW Games LLC game product are Open Game Content, as defined in the Open Game License version 1.0a Section 1(d). No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

William Kwan (Order #38104714)

:Background

Central has made many mistakes, but none could notice or capitalize on the machine god's weakness. To an outside observer, it possessed perfect foresight. From Central's perspective, it would simply loop time once, twice, ten times... whatever it took to optimize the past. Through brute force it could overcome any obstacle.

Except Edge Station.

And so Central trapped itself in a loop.

A more flexible mind might have noticed circumstantial evidence of time travel, and leapt to a correct conclusion. The AI had previously placed the probability at a near-zero. The druune, rift interference, even a statistical outlier in unpredictable causality drifts all appeared far more likely.

A more creative mind might have tired of failure, and tried a slightly different strategy. Central could have traveled back a week, a month, or a decade. It might have planted spies or recording devices on every inch of the station. It even had the capability to playact the part of the druune entirely, using advanced technology from hundreds of futures to create an alien menace.

Infinite possibilities, and all beyond Central's ability to conceive.

Instead, it repeated the same days endlessly. Each time changing the past only incrementally, failing to gain the "required" information, and then trying again. It could not lose, but it couldn't win.

If Central hadn't discovered the compounding code errors, it undoubtedly would have kept looping until it went insane. It escaped this fate, but only by making itself vulnerable for the first time in forever.

The errors cause Central to deem further time travel an Unacceptable Risk. Though it might only cause marginal degradation, the AI is not capable of half-measures or faith. With the decision made, Central has rendered itself incapable of employing its most powerful weapon.

:Adventure Summary

The fleet of hyper-advanced node-controlled starships arrives and launches an immediate attack. The PCs have limited time to prepare, but potentially possess important allies, resources, and reinforcements. If they can figure out a way to capitalize on everything at their disposal, they might be able to overcome impossible odds. However, then they must decide on a path to the future, knowing they only have a few years before Central destroys the galaxy.

:Introduction

Central arrives as the PCs conclude the events of Infinity Recursion.

Déjà vu implies some uncertainty. This is more like a recurring nightmare coming true.

The distant stars twinkle, as if obscured by a thickening sphere of dust, the size of a solar system.

Then, the galaxy disappears entirely.

Illuminated by the light of dimensional rifts, ships gradually take shape within the cloud. Some seem miles long, dwarfing even Edge Station's asteroid. While most are smaller... there are so many. Hundreds or thousands of crafts moving in perfect tandem. Each is all sleek, aggressive lines. Like a sword or spear sized to stab a god.

You have never seen these ships, and yet you have. They are an old foe, and you have fought them many times.

But... they always win, and you always die.

LEVELING UP

Considering the wide variations in possible encounters and challenges in this adventure, it is not recommended the PCs receive experience based on encounters. They should be at least 5th level at the adventure's start, even if they were not completely successful in the last adventure. If they are not 5th level, it is highly recommended they be allowed to progress to 5th level. Then, if they can overcome and survive Central's fleet (by any means), they should receive sufficient experience to reach 6th level. In addition, they might employ the time machine to make a major change to the past allowing them to reach 6th level at any point during this adventure (potentially including before Central arrives). If they employ this option, then they simply become higher level earlier, and should still only be 6th level at the adventure's conclusion.

[1.0] Breaking the Rules

The PCs have fought against Central many times. This gives them an advantage, but it was never sufficient to win. However, the time travelers have drastically altered events... giving the PCs access to important resources which might make all the difference.

William Kwan (Order #38104714)

William Kwan (Order #38104714)

[1.1] Practiced Perfection

The PCs now have an instinctive understanding of Central's true personality, idiosyncrasies, and tactics. They also know the forces arrayed against them, and how they are likely to attack. Their knowledge is so complete they may start to realize there is something wrong with their nemesis due to extremely slight variations in behavior.

The PCs also still retain any appropriate advantages (at the GM's discretion) due to having experienced looped time as detailed in *Infinity Recursion*.

[Knowledge] The PCs can take a 20 on any skill check (usually Engineering) to recall knowledge about the constructs, starships, or fleets arrayed against them. They can make these checks untrained. They function as if they had already researched the information, and can do so as a swift action. Information is recalled in the form of visions of past versions of themselves fighting (and dying) against these foes.

[Tactics] The PCs have faced these enemies so many times it might seem more like a choreographed dance than a fight. During each round of combat in this adventure against Central's forces (including Starship Combat, but not Fleet Combat) a PC can gain a +2 bonus to any single attack roll, ability check, or skill check. This can even be added after a check is made, but before the results are determined.

[Strategy] The PCs have employed so many varied strategies against Central they have gained an instinctive sense of how various approaches might play out. This is nothing so specific as a statistical analysis, and more a gut feeling. Once per combat encounter (including Starship Combat, but not Fleet Combat), each PC can gain the benefits of an augury spell in regards to a hypothetical action against Central. This does not require them to spend a Resolve Point, can be used as a swift action. This is an extraordinary ability.

[1.2] Heavy Iteration

The PCs have a jury-rigged time machine capable of matter transmission to the past or present. This opens up worlds of possibility... especially since they possess creativity Central lacks.

[1.2.1] Limitations

The time travel device has the following limitations. These cannot be mitigated or bypassed.

ERRORS

Central does not yet realize how damaged its code has become. However, the PCs might notice the AI's forces behaving oddly. After each encounter, the PCs can attempt a DC 15 Perception or Sense Motive check. On a successful check, they can tell there is something "wrong." After succeeding on this first check, the PCs can attempt a DC 15 Computers or Engineering check immediately and then retry after each encounter. On a successful check, they can accurately guess the artificial intelligence is experiencing copying error accumulation from so many loops. If the PCs consult Vincent's node, he can confirm the likelihood of the possibility, and accurately assess how Central might react. Specifically, he can guess the AI might consider further time travel too risky, until the errors can be corrected.

[Device] The machine is large, clunky, and inextricably tied to Edge Station. No one but Timetech Gamble could possibly hope to construct one, and even she required special components from the future. It is only able to transmit objects and creatures approximately equivalent to a Medium-sized humanoid.

[Equipment] Usually Timetechs work with much better equipment and in teams. Gamble has to take care to avoid disruptions, or she might be off-target. In particular, she notes some devices can throw off her accuracy. The more complicated the device, the bigger the risk it might result in a mistake. She is unwilling to transport any hybrid technomagical device (such as Vincent's node), or any magical or technological items with a caster level or level of 5 or higher. She does not foresee any problems with items with a caster level or level of 4 or lower. Naturally, the time machine cannot transport itself or any of its components.

[Power] The time machine requires a lot of energy, though less than the form of time travel utilized by Central or the druune. It put a big drain on the Station's fusion reactor, theoretically limiting how often it can be used.

[Timetech] Only Gamble is capable of operating the device, and should anything happen to the space goblin, it is essentially a pile of useless junk. Gamble's upper limit for accuracy is only a few weeks back, and any physical location within the system. This limits the PCs to only being able to change the nearby near-past. Gamble cannot operate the device and also transport herself.

William Kwan (Order #3810471)

WHAT?!

GMs might rightly find the prospect of handing PCs a time machine to be... terrifying. The potential capacity for abuse seems surreal. Indeed, the adventure assumes the PCs cheat like crazy to survive the challenges ahead. GMs are encouraged to reward creativity without letting it get beyond their individual comfort level. Limitations are on the device for a reason, with some being literal, and others being vague. Timetech Gamble is a vital aspect, and also a person with thoughts and feelings. The machine is untrustworthy, and could break down at any time. Then, of course, changes to the past carry increasing risks of causing unforeseen changes.

[1.2.2] Transport

The time machine can easily be utilized as a one-way matter transporter without traveling in time at all. This functions as the teleport spell, except it can only affect one creature per round. All locations on Edge Station and any Coalition ship are treated as very familiar locations. Any result other than on target deals 2d10 damage to the creatures, but is still on target (as long as the target isn't a false destination). It cannot be used to teleport directly onto any ship controlled by Central, the druune, or formians.

[1.2.3] Force Multiplier

The original population of Edge Station is one-hundred and twelve people, including the PCs. While there are starships available, and Edge Station has its own defenses... most of the individuals willing to fight have little combat experience. In every loop, this became the unsolvable problem. Toward the end of the repetitions, the PCs were able to get defense and weapon systems in the civilian and military asteroids online. They retrofitted the docked scientific and exploratory vessels into something capable of fighting. They were even able to create step-by-step timed recordings for untrained researchers. However, no matter what they did, there were just never enough people.

With the time machine, they can fix this in minutes, and it only costs a few hundred-trillion lives.

[Duplication] The PCs can use the time machine to duplicate themselves and NPC allies (except Vincent's node and Gamble). They can use the time machine to do this prior to Fleet Combat or

William Kwan (Order #38104714)

DUPLICATION

Creating duplicates of themselves is the first and best course of action for the PCs. They are the most adept individuals against Central, and can literally become a well-coordinated army in minutes. Going back in time a short span doesn't risk Gamble being off-target and is theoretically only a minor drain her. The only apparent cost is an existential one. The PC stepping into the time machine understands they are leaving everyone else behind to die. Likewise, as the duplicates increase in number, Timetech Gamble's emotional burden grows heavier. While she might be the expert to suggest the (normally forbidden) practice, there is a cost to know she pushed the button.

during any leadership phase of Fleet Combat, to whatever degree they wish, as long as the device is still functioning. The PCs might not even directly experience duplication, with dozens of hundreds of copies immediately appearing or checking in from other parts of the system. At each stage of the duplication process (lesser, moderate, and greater), the PCs can make a Sense Motive check (see below) to notice Timetech Gamble growing concerned.

The PCs then gain the following starting forces against Central given whatever degree of duplication they choose. See Force Multiplier sidebars later in the adventure for additional potential benefits in specific situations.

- ***[None]*** The PCs refuse to duplicate themselves. The PCs only have enough personnel to crew Edge Station and three fleets of Coalition defenders. They must dictate their location during any Fleet Combat round. They can only be in command for Fleet Combat, take part as crew for Starship Combat, or defend the location in combat for fleets, starships, and locations where they are physically present.
- ***[Lesser]*** The PCs only make a small number of duplicate groups or individuals, perhaps sacrificing a dozen realities. This allows the PCs to command any number of allied fleets or stations during Fleet Combat. Any PC can function as the commander for any fleet. They can still only personally take part as a starship crew or defend locations in combat where they are physically present.
- ***[Moderate]*** The PCs duplicate themselves and many NPC allies a dozen or more times each, potentially sacrificing fifty or more realities. This functions as the lesser version, except the PCs can also personally act as the starship crew in any Starship Combat.
- ***[Greater]*** The PCs push the limits of duplication, potentially sacrificing hundreds or even thousands of realities. This functions as the moderate version, except the PCs can also be personally present for any combat encounter which could take place.

MANY DEATHS

If the PCs perform any degree of duplication, it becomes exceedingly hard to kill them during an individual encounter. After all, the only real differences between originals and their duplicates is their most powerful equipment. However, it is important to remember each death in Starship Combat or combat is not a single event, but a representation of many similar events. The PCs might be individually disposable, but that hardly removes the psychological weight of watching people exactly like them die by the dozens or hundreds. Each time duplicate PCs die in Starship or normal combat, the GM should consider having all PCs make a Will saving throw (DC 15 + 1 per previous check). On a failed check, the PC and all remaining duplicates advance a step on the mental disease track. The remove affliction spell cannot be used to remove these penalties, but they can recover naturally over time.

[Sense Motive] With a DC 20 check, the PCs can tell Timetech Gamble is willing to continue duplicating people as many time as the PCs deem necessary. However, the horror of the act might take a toll. This gets worse as the PCs push the limits of duplication. Before proceeding from lesser to moderate degrees of duplication, they can attempt a DC 15 check to tell she is growing uncomfortable. Before proceeding from moderate to greater degrees of duplication, they can attempt a DC 10 check to tell the emotional burden could be severe, and potentially affect her long-term mental health.

[1.3.3] Changing the Past

Due to the power requirements, Timetech Gamble can only afford to send one person or object to the past during each round of Fleet Combat. However, if the PCs successfully aided her in completing the time machine in Infinity Recursion, they can perform one use prior to the beginning of Fleet Combat. This is in addition to any uses of the time machine to create duplicates.

The following are examples of the various effects this could allow. Minor effects are relatively small changes to the timestream, and major changes require more sweeping alterations to the past. The specific changes to the past required to gain these benefits can be as vague or detailed as the GM desires.

William Kwan (Order #38104714)

[Minor] Any of the following examples represent the mechanical benefits of minor changes to the timestream.

- ***[Fleet]***: The PCs begin the fighting with limited forces (Edge Station and two fleets of Coalition defenders). The PCs can finish and arm one station (Horizon or Razor Station) or one additional fleet of Coalition defenders (to a maximum of six). They must perform at least moderate duplication to crew these forces. A new fleet immediately appears at one of the stations or space docks of the PC's choosing.
- ***[Foreknowledge]*** The PCs can gain the benefits of the divination spell (75% chance of success).
- ***[Healing]*** One PC (and any duplicates) gains all the benefits of 24 hours of rest.
- ***[Item]*** The PCs can gain any one item of level 4 or less. Alternately, all PCs (and any duplicates) can gain any one item of level 2 or less.
- ***[Reinforcements]*** The PCs can contact the formians earlier in the timeline. They arrive after 1d4 Fleet Combat rounds.
- ***[Resurrection]*** The PCs can prevent the death of one NPC who died in the recent past. The individual is automatically considered an ally with an attitude of helpful.
- ***[Retry]*** The PCs can retry one failed skill check in Infinity Recursion which would have resulted in an important development. For example, downloading Vincent into the node, helping Oroseen mind link with the druune, or allowing Queen Deshekh to warn the formians.
- ***[Training]*** One PC (and all duplicates) gain the benefits of a mnemonic editor (they can gain this benefit only once).

[Major] Any of the following examples represent the mechanical benefits of major changes to the timestream.

- ***[Fleet]*** The PCs can finish and arm both stations (Horizon and Razor), two additional fleets of Coalition defenders (to a maximum of six), or one station and one fleet. They must perform at least moderate duplication to crew these forces. A new fleet immediately appears at one of the stations or space docks of the PC's choosing.
- ***[Foreknowledge]*** The PCs can gain the benefits of the divination spell (100% chance of success) or a vision spell with no chance of failure.
- ***[Healing]*** All PCs (and any duplicates) gain the benefits of 24 hours of rest.
- ***[Item]*** One PC (but not duplicates) can gain any one item of level 5 to 7. Alternately, all PCs (and any duplicates) can gain any one item of level 4 or less.
- ***[Reinforcements]*** The PCs can contact the formians as early in the timeline as possible. They arrive at the beginning of the next Fleet Combat round.
- ***[Resurrection]*** The PCs can prevent the death of one PC who died in the recent past.
- ***[Retry]*** The PCs can automatically succeed on a failed check in Infinity Recursion which would have resulted in an important development.
- ***[Training]*** All PCs automatically gain sufficient experience to reach 6th level, and immediately gain all benefits of leveling up.

[1.3.4] Costs

Time travel is not without risks, and any attempt to alter the past could have unforeseen consequences. In addition, accurately targeting the correct reality (with no support and substandard equipment) requires Timetech Gamble's unwavering concentration. If the PCs have the space goblin sentence dozens or hundreds of universes to death and enslavement, she becomes slightly distracted.

[Gamble] The more the time machine is used, the greater strain it places on Timetech Gamble. Likewise, using the machine to produce an army of duplicates causes her emotional stress. This functions in a similar to a disease track affecting Gamble's ability to operate the device. If the PCs use the device for duplication, it potentially causes Gamble to progress on the track (none for lesser, one for moderate, or two for greater). Then, each time the device is used to make a minor or major change, Timetech Gamble worsens by one step. She can only recover from this condition naturally. She starts at healthy.

- ***[Healthy]*** Gamble can perform any minor or major change without risk.
- ***[Latent]*** Performing a major change carries some risk, but Gamble can mitigate the worst effects. Roll on the butterfly effects table for a major change, but add +20% to the result (maximum 100%).
- ***[Weakened]*** The strain is starting to get to Gamble. Roll on the butterfly effects table for any major change.

William Kwan (Order #38104714)

- ***[Impaired]*** Gamble's concentration is starting to severely waiver, but she is holding herself together. Roll on the butterfly effects table for any major change, but reduce the result by 20% (minimum 1%).
- ***[Befuddled]*** Gamble begins to seem disoriented, and any attempt to go to the past carries some risk. Roll on the butterfly effects table for any minor or major change, but reduce the result for a major change by 20% (minimum 1%).
- ***[Disassociated]*** Gamble is barely holding on, having pushed herself past the edges of exhaustion. Her use of the device becomes downright dangerous. Roll on the butterfly effects table for any minor or major change. Reduce the result for a minor change by 20% (minimum 1%). Reduce the result for a minor change by 50% (minimum 1%).
- ***[Comatose]*** Gamble passes out completely, and can no longer operate the time machine.

[Developments] The following table describes the potential impacts to reality due to Timetech Gamble being off-target or the act of time travel affecting the present in unforeseen ways. Roll again if a specific effort made to alter the past would be undone by the result.

TIMELINES

It is not recommended the PCs experience encounters in the past after using the time machine, with the effects instead being descriptive. Most events can be assumed to have proceeded in a similar fashion except for the change the PCs wish to enact and any unforeseen effects. They can then be assumed to already be in the timeline where the change took place, allowing them to simply modify the present. The PC's can sort through the shifts in memory due to these alterations. The only exception to this might be if the PCs otherwise completely lose, but are able to retain control of Edge Station long enough to use the time machine one last time. At the GM's discretion, this sole survivor might be able to take one last trip back in time. This could give the PCs one last chance to make better decisions.

[1.3] Vincent's Node

If the PCs manage to assist Vincent in downloading his consciousness into a node, they gain a loyal version of the hybrid technomagical item. There are a lot of potential benefits in having an allied node on hand in the coming conflict.

Table: Butterfly Effects

D%	Butterfly Effect
01–05	**[Malfunction]** An error was made in the time machine's construction. It breaks down and cannot be used again.
06–10	**[Druune]** If the PCs successfully helped Oroseen contact the druune, this effort is undone. All druune forces disappear at the start of the next round of Fleet Combat (or do not arrive if they have not arrived). If the PCs did not successfully contact the druune, or this result is rolled twice, the time machine cannot be used to change this event.
11–15	**[Formians]** If the PCs successfully helped Queen Deshekh contact the formians, this effort is undone. All formian forces disappear at the start of the next round of Fleet Combat (or do not arrive if they have not arrived). If the PCs did not successfully contact the formians, or this result is rolled twice, the time machine cannot be used to change this event.
16–20	**[Download]** If the PCs successfully downloaded Vincent's mind into a node, the effort failed and Vincent's node disappears. If the PCs did not successfully download Vincent or this result is rolled twice, the time machine cannot be used to change this event.
21–30	**[Major Death]** A random named NPC ally (other than Timetech Gamble) dies.
31–40	**[Death]** A random unnamed NPC ally dies.
41–50	**[Item Loss]** Each PC (and all duplicates) loses one random item of level 5 or less.
51–70	**[Trinket Loss]** Each PC (and all duplicates) lose one random item of level 2 or less.
71–90	Damage] Each PC (and all duplicates) take 2d10 additional damage (no save).
91–100	**[None]** Though there were major changes, the past still proceeded as remembered.

William Kwan (Order #38104714)

VINCENT'S NODE

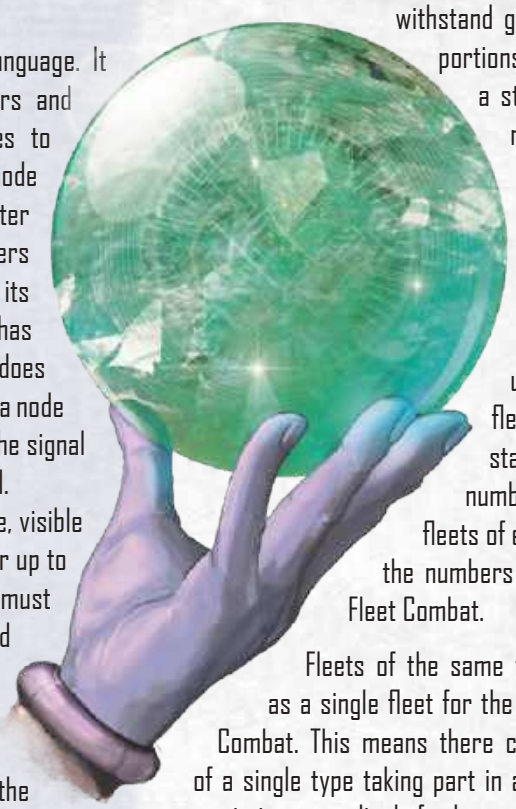
The following describes how Vincent's node functions as a hybrid item in the PC's possession. It functions differently in Starship Combat or Fleet Combat, or if installed on a nanochine amalgam (in place of the controlling node), as described later in the adventure.

VINCENT'S NODE | HYBRID ITEM

Level 5; **Price** —; **Bulk** L

Vincent's node can speak and understand any language. It grants a +4 enhancement bonus to Computers and Engineering skill checks, and allows creatures to make checks of these types untrained. The node can operate, manipulate, and hack into computer systems as if it had a +10 bonus to its Computers check, but cannot otherwise interact with its environment. Vincent's node is hardness 8 and has 60 hit points. It can choose to self-destruct, but does not send a signal to Central (as a normal node). If a node self-destructs within 30 feet of Vincent's node, the signal is automatically prevented from reaching Central.

The node can be used to seize control over a single, visible nanochine warrior, five nanochine assemblers, or up to ten nanochines within 30 feet. The node's bearer must succeed on a Computers skill check as a standard action. The DC of the check is equal to 10 + 1 per nanochine, +2 per nanochine assembler, or DC 20 for a nanochine warrior. On a successful check, the node gains control over the construct for 1 minute. If the check succeeds by 5 or more, the node gains permanent control over the construct. A construct controlled by the node can be commanded by the node's bearer as a swift action.



Size	AC Modifier	Attack Modifier	HP Multiplier	Damage Multiplier
Tiny	+0	+1	x1	x2
Small	+0	+2	x2	x2
Medium	+0	+3	x3	x3
Large	–1	+4	x4	x3
Huge	–2	+6	x6	x4
Gargantuan	–4	+8	x8	x4
Colossal	–8	+12	x10	x5

[2.0] Fleet Combat

This adventure centers on a massive battle in the rift-filled space surrounding Edge Station. The following are new rules for representing a starship battle on this scale.

Fleet Combat Conversion

Smaller starships can form large, well-organized groups. Called "fleets," these teams of lesser ships can concentrate fire or withstand greater punishment, with individual portions of the fleet sacrificed. To convert a starship to the Fleet Combat rules, make the following modifications to the starship's statistics based on the size of the fleet.

[Size] The size of the fleet represents the number of individual starships which make up the fleet itself. The larger the fleet, the greater the bonus to the starship's base statistics. The specific number of ships required to make up fleets of each size is intentionally vague, and the numbers should be altered to suit a given Fleet Combat.

Fleets of the same type within a hex always function as a single fleet for the purposes of engagements in Fleet Combat. This means there can never be more than one fleet of a single type taking part in any engagement. Modify the fleet's statistics accordingly for larger or smaller fleets.

A single starship cannot normally engage in fleet combat unless it is at least Large in size.

[Speed] During a Fleet Combat engagement, a ship's speed remains unchanged. Outside of an engagement a ship with Speed 4 or less can only move one hex per Fleet Combat round. A ship with a speed of 5 to 7 can move two hexes per Fleet Combat round. A ship with a speed of 8 or higher can move three hexes per Fleet Combat round.

[AC Modifier] A fleet larger than Large takes a penalty to its AC based on its size.

[Attack Modifier] A fleet's attack check is equal to the starship crew's gunnery check with a bonus based on the fleet's size.

[HP Multiplier] The Hull Points of a fleet are increased by a multiplier based on the fleet's size. A fleet which takes damage is not reduced in size during Fleet Combat.

William Kwan (Order #38104714)

[Shield Points] A fleet's shield points are equal to the total shield points for a single starship and are not separated by quadrant. All Shield Points regenerate between any Fleet Combat engagement.

[Damage Multiplier] A fleet deals increased damage based on its size. The damage multiplied is for whichever weapon deals the most damage for individual starships composing the fleet. Weapons do not have range, speed, or special properties.

[Other Statistics] The following statistics are not pertinent to Fleet Combat: Target Lock, Damage Threshold, Critical Threshold, individual statistics for ship quadrants (forward, port, starboard, aft, and turrent), Power Core, Drift Engine, Systems, Expansion Bays, Modifiers, Complement, or any crew statistics.

FLEET NUMBERS

The number of fleets involved in the combat can vary based on the PC's actions.

[Central] Central should start with two nanochine amalgams. Each nanochine amalgam should have two fleets associated with it: one nanochine fusion and one nanochine cohesion. Each fleet begins on an opposite edge of the map. At the GM's discretion, a third amalgam and associated fleets could coalesce during the combat, but this is only recommended with parties of 5 or more players, who are able to utilize all potential allied forces, and have destroyed or taken control of at least one amalgam.

[Coalition] The players start with two fleets of Coalition defenders and Edge Station. They might gain up to six fleets and three stations (using duplication and time travel). Fleets are stationed at finished stations or space docks of the PC's choosing.

[Druune] When the druune arrive, they have two fleets of druune biomes. They arrive at a rift (or rifts) of the PC's choosing.

[Formian] When the formians arrive, they have two formian swarm fleets. They arrive at an edge (or edges) of the map of the PC's choosing.

[2.1] Central's Fleets

Central's forces are not exactly "starships," but instead are formed from advanced nanite machine swarms which can assemble themselves into technological designs (or combinations of plans) drawn from a hundred futures. These ships can then reform into other useful templates as Central's need demands. This is analogous to using a super computer to play solitaire, but Central's lack of creativity prevents them from taking full advantage of this awe-inspiring technology.

NANOCHINE AMALGAM (IDARAN MILLENNIA)

Gargantuan carrier*
Speed 4
AC 23; **HP** 330
Shields medium 160
Attack super plasma cannon +22 (3d6×10)

SPECIAL ABILITIES

Fast Healing (Ex) Nanochines can self-repair or create new nanochines from raw materials. This automatically heals the nanochine amalgam of 40 Hull Points of damage each round of Fleet Combat during the leadership phase, unless there are insufficient available raw materials (subject to the GM's discretion). The fleet cannot use this ability if it is incapacitated or destroyed.

Reform (Ex) A nanochine amalgam can create nanochine fusion or cohesion fleets by sacrificing Hull Points, but the nodes are computationally limited on how many fleets they can control. During the leadership phase of Fleet Combat, a nanochine amalgam can sacrifice 140 HP to create a nanochine cohesion fleet or 210 HP to create a nanochine fusion fleet. However, it can only ever have one fleet of each type. It cannot sacrifice more HP than its current Hull Points in this manner.

Repurpose (Ex) Allied nanochines can be repurposed to heal the amalgam. Each round of Fleet Combat during the leadership phase, the nanochine amalgam can deal damage to an allied nanochine fleet within its hex or an adjacent hex, and heal an equivalent amount of damage. Alternately, the amalgam can heal an allied nanochine fleet within its hex or an adjacent hex by taking an equivalent amount of damage.

*A single starship of this size functions as the equivalent of a fleet for the purposes of Fleet Combat.

William Kwan (Order #38104714)

NANOCHINE COHESION (IDARAN VANSERAI)

Tiny fleet of Large heavy freighters
Speed 6
AC 16; **HP** 140
Shields light 40
Attack heavy laser cannon +10 (4d8x2) or invasion +11 (1d8x2)

SPECIAL ABILITIES

Fast Healing (Ex) As nanochine amalgam, but only heals 20 Hull Points per Fleet Combat round.
Invasion (Ex) A nanochine cohesion can attempt to attach itself to enemy ships (or stations), eat through the hull, and then transform itself into swarms of invasive nanochines. This requires a successful attack check during a Fleet Combat engagement against a target whose shields have been depleted. If the attack is successful, the nanochine cohesion deals damage and can then sacrifice up to 30 Hull Points to create invasive nanochines. The cohesion cannot sacrifice more HP than its current Hull Points in this manner. Every Fleet Combat round thereafter, the target takes damage equal to twice the HP sacrificed by the cohesion (max 60 HP). The target fleet can end this ongoing damage, but it requires the fleet's attack for the round.
Repurpose (Ex) As nanochine amalgam.

NANOCHINE FUSION (BMC MAULER)

Huge fleet of Tiny fighters

Speed 10
AC 17; **HP** 210
Shields basic 40
Attack tactical nuclear missile launcher +18 (5d8x4) or consume +11 (1d8x4)

SPECIAL ABILITIES

Consume (Ex) A nanochine fusion can attach itself to enemy ships, then break hulls and components down to construct more nanochines. This requires a successful attack check during a Fleet Combat engagement against a target whose shields have been depleted. If successful, the target takes the damage shown and the nanochine fusion heals a number of Hull Points equal to the damage dealt.
Fast Healing (Ex) As nanochine amalgam, but only heals 20 Hull Points per Fleet Combat round.
Repurpose (Ex) As nanochine amalgam.

WEAKNESS

Central couldn't trust Coalition puppets with this important task. Thus, all vessels and robots are ultimately operated by a limited number of Central's nodes, each containing the most updated copy of the AI's (now error-filled) consciousness. Destroying the node causes all fleets, starships, and constructs it controls to become inanimate.

[2.2] Coalition Fleets

Edge Station is not without defenses, but Central unfortunately has a clear advantage in technology and numbers. The PCs begin with Edge Station and two Coalition defender fleets. Gaining access to any additional forces requires altering the past with time travel and creating duplicates. The PCs can gain a maximum of three stations and six fleets Coalition defenders in that manner.

COALITION DEFENDER (KEVOLARI VENTURE)

Large fleet of Medium explorers
Speed 6
AC 13; **HP** 165
Shields basic 20
Attack high explosive missile launcher +12* (4d8x3)
*If the PCs act as the crew (with moderate duplication), they may have a superior attack value. The fleet size grants a +4 attack modifier.

STATIONS

Use the following statistics to represent Edge Station during Starship Combat (or Horizon and Razor station if they can be completed and crewed by the PCs).

Large space station
Speed —; **Maneuverability** —
AC 17; TL 15
HP 1000; **DT** —; **CT** 200
Shields medium 100 (forward 25, port 25, starboard 25, aft 25)
Attack (Forward) heavy laser cannon (4d8)
Attack (Port) heavy laser cannon (4d8)
Attack (Starboard) heavy laser cannon (4d8)
Attack (Turret) mass driver (2d6×10)
Power Core Gateway Heavy (400 PCU); Systems budget long-range sensors, mk 8 armor, mk 6 defenses, mk 2 trinode computer; Modifiers +2 any three checks per round, +1 Piloting; Complement 120

William Kwan (Order #38104714)

STATION

Huge space station
Speed —
AC 17; **HP** 1000
Shields medium 100
Attack mass driver +8* (2d6x10)
*If the PCs act as the crew (with moderate duplication), they may have a superior attack value.

[2.3] Druune Fleets

If the PCs managed to aid Oroseen the Changer in contacting the druune, they send two fleets of their strange technomagical organic vessels through any rift (or rifts) of the player's choosing at the end of the first Fleet Combat round. While the druune's technology is not as advanced as Central's, these ships represent the only comparable resource potentially available to the PCs.

DRUUNE BIOME (NOVASPAWNAA)

Large fleet of Huge starship aberration
Speed 6
AC 21; **HP** 800
Shields medium 100
Attack particle beam +16* (8d6x3) or tentacles +16* (4d4x3)

SPECIAL ABILITIES

Tentacles (Ex) During Fleet Combat, if the druune biome fleet hits a fleet with its tentacles attack, it cannot take the retreat action during the next Fleet Combat round.

[2.4] Formian Fleets

If the PCs managed to aid Queen Deshekh in contacting her hive, the formians send two formian swarm fleets through the Drift. Unfortunately, Edge Station's distance means they are likely to arrive too late to make a difference (unless the PCs use the time machine).

FORMIAN SWARM (STARHIVE DRONE MK III)

Gargantuan fleet of Small light freighters
Speed 8
AC 10; HP 320
Shields basic 10
Attack linked gyrolasers +13* (2d8x4)

[3.0] Encounters

The battle with Central involves hundreds of individual starships across the system surrounding Edge Station. On a grand scale, the Fleet Combat system is introduced to represent the concept of engagement between allied and enemy armadas. Individual starship battles can use the normal Starship Combat rules to handle climatic fights, or to give the PC crews an edge beyond the simplified mechanics of Fleet Combat. Likewise, normal combats between the PCs and Central's constructs could be caused by specific abilities in Fleet Combat, or tallow the PCs to fight a single encounter representing a larger-scale effort. For example, while the constructs might invade a station at many points with hundreds of enemies, the PCs winning one encounter could represent their allies or duplicates succeeding in a dozen similar fights all over the station.

In a similar manner, the focus on Fleet Combat, Starship Combat, or individual PCs could vary widely depending on the choices made by the PCs and the resources they have available. One group could concentrate on building up Coalition forces, pulling in allies, and crewing every starship with duplicates. Another might prefer a subtler approach, acting to steal an enemy ship, sneak Vincent's node on board, and turn their enemies against each other. Instead of attempting to detail every possible PC action or encounter, the following sections give suggestions on how GMs can approach and resolve conflicts at each level of scale.

William Kwan (Order #38104714)

NARRATIVE

Instead of running a single long Fleet Combat, it is recommended Fleet Combat be used as a framing device. It can then be interrupted with more personalized Starship Combats and combats between the PCs and constructs. This allows the GM opportunities to create tension, and simultaneously gives the PCs opportunities to swing an uneven Fleet Combat to their advantage. Alternately, the idea of running a large-scale battle of this type might not be appealing to every GM or group of players. In this case, the GM is encouraged to ignore the Fleet Combat option entirely (in favor of Starship Combat or normal combat). The GM should then only narratively describe how the battle swings in favor of Central or the PCs as the conflict progresses.

[3.1] Fleet Combat Rules

Combat on the scale of fleet against fleet causes the contributions of most pilots taking part in the battle to be less important than the leadership making the tactical and strategic decisions. In this case, the PCs command their allies (including the druune or formians) against Central's nodes.

The following section details the differences between Fleet Combat and Starship Combat. The base rules assume the PCs do not use any duplication. See the Force Multiplier sidebars for the effects of duplication.

Roles

The PCs act as commanders over the allied fleets (and space stations). Each PC then makes command decisions for the fleet or station they are in control over using the Fleet Combat rules. The number of fleets which require leadership varies based on the PC's actions and likely changes over the course of the combat. The various NPCs detailed in earlier adventures (First Contact and Infinity Recursion) can then be assigned to specific fleets and PC commanders to grant bonuses to those fleets.

FORCE MULTIPLIER

The PCs can more easily lead and make use of their NPC ally's expertise if they have sufficiently duplicated. If the PCs duplicate to a lesser degree, then they all function as in command of all allied units for the purposes of leadership actions. The benefits of leadership stack if more than one PC uses their leadership action to benefit a single fleet during a round. If the PCs duplicate to a moderate degree, then they can each utilize any ally's leadership action, and the ally does not need to be with the fleet or specifically at a location. The only exceptions to this are Vincent's node and Timetech Gamble, as they cannot be duplicated. If the PCs duplicate to a greater degree, then they can each take two leadership actions per round.

Rounds and Phases

Fleet combat functions as a more streamlined and less nuanced form of Spaceship Combat. Each round is still divided into three phases (leadership, intuition, and engagement).

1. Leadership

The leadership phase replaces the engineering phase. During the leadership phase, each commander of a fleet has the option to use one leadership action. Each PC has the following leadership actions available to them.

[Command] The PC can issue orders to one fleet under their command. This gives the fleet a +1 bonus to attack, AC, or damage for one Fleet Combat round. This does not require a check. If more than one PC is in command of a single fleet, they can issue commands to the same fleet, and any bonuses stack.

[Foreknowledge] The PC can attempt to second-guess the node's tactics. The PC must select one fleet controlled by Central. If the fleet is in an engagement, the GM must declare what tactic the fleet is using that round. If the fleet is not in an engagement, the GM must declare where the fleet is moving, and if it plans to enter into an engagement. The fleet must then perform these declared actions (if possible). If circumstances make the stated action impossible, they must attempt to do the closest action possible to the previously declared action.

William Kwan (Order #38104714)

[Allies] Each of the NPC allies the PCs have gained can aid them during Fleet Combat. This gives the PC additional optional leadership actions they can take in place of command or foreknowledge. The NPC must be with the fleet or at a location (as noted) to grant this benefit. These benefits last for one Fleet Combat round.

- ***[Captain Jyk]*** The ysoki commander can increase a fleet's movement by one hex when outside of an engagement, or the fleet's speed by +2 when it is in an engagement. Jyk must be with the fleet to grant this benefit.
- ***[Doctor Argon]*** The impatient android can help guide faster repairs to fleets. A fleet at a ship dock heals 1/2 their Hull Points per Fleet Combat round (instead of 1/4 its HP). Argon must be with the fleet or at the ship's dock to grant this benefit.
- ***[Doctor Resial]*** The technomagical rift researcher can protect one fleet from the effects of passing through a rift or becoming too close to a tear. Resial must be with the fleet to grant this benefit.
- ***[Major Jackson]*** The head of military security can grant a space station +2 AC when it is in an engagement. Jackson must be at the space station to grant this benefit.
- ***[Oroseen the Changer]*** The maraquoi symbiont can change the destination rift of one rift for one fleet if the fleet passes through the rift during this round. Oroseen must be with the fleet to grant this benefit.
- ***[Queen Deshekh]*** The cybernetic formian can exercise precise control over a station's security systems, granting it +2 to attack or damage when it is in an engagement. Deshekh must be at the space station to grant this benefit.
- ***[Timetech Gamble]*** The space goblin Timetech can activate the time machine to perform a minor or major change. Gamble must be at Edge Station.
- ***[Ulon Vorsk]*** The nuar engineer can help direct fleets through the most chaotic and dangerous asteroid fields. The fleet can move quickly through asteroid fields without taking damage to its shields. Vorsk must be with the fleet to grant this benefit.
- ***[Vincent's Node]*** Vincent's node can be used to disrupt node-controlled fleets within one hex of his location. This causes all enemy fleets to take a –1 penalty to both attack and AC. This action cannot be used if Vincent's node is installed in a nanochine amalgam.

2.. Intuition

The intuition phase replaces the helm phase. The nodes have statistical models backed by observed data, while the PCs must rely on instincts and reflexes. This gives Central an initial advantage, which disappears as the battle quickly defies all simulations, and the glitches become worse.

Instead of a Piloting skill check, each PC makes a Computers, Engineering, Sense Motive, or Perception check (whichever they prefer). If they do not have any of these skills, they can make an Intelligence or Wisdom check. This otherwise functions as a Piloting skill check made to determine movement order.

Central begins with a +20 bonus to intuition checks, and all Central fleets act simultaneously. Central takes a cumulative –2 penalty to this check every Fleet Combat round. Central's bonus cannot be reduced to less than +0.

3. Engagement

The engagement phase replaces the gunnery phase. Engagement represents an abstraction of Starship Combat between many starships occupying the same Fleet Combat hex. An engagement can potentially represent many Starship Combat rounds, and a hex where the engagement occurs can be a much larger space if a single ship is engaging in Starship Combat.

William Kwan (Order #38104714)

If PCs are acting as crew on a starship within a fleet, the GM can choose to enter Starship Combat at the start of the engagement phase. Resolve the Starship Combat prior to continuing the Fleet Combat phase. A Starship Combat can take the place of a single engagement phase of a Fleet Combat round at the GM's discretion. Any time Starship Combat is used instead of Fleet Combat, it is only one portion of a much larger-scale conflict. A victory or loss in the Starship Combat then has a drastic effect on the Fleet Combat (see Starship Combat for details). This might make Starship Combat preferable any time there is a climactic battle or when the PCs are at a significant disadvantage.

Moving

A fleet can move in any direction. If the starships composing the fleets have a speed of 4 or less, then they can move one hex. If the starships have a speed of 5-6, they can move up to two hexes. If the starships have a speed of 7 or higher, they can move up to three hexes.

A fleet can divide into two fleets of one size-category smaller or two fleets of the same size-category can combine into a fleet of one size-category larger during movement by moving into different hexes. For example, A Huge-sized fleet could become two Large-sized fleets. The next round, they could then become four Medium-sized fleets. Fleets of different sizes only function as a fleet of the largest size while in the same hex.

Environment

There are many features in the Edge Station system which can pose a threat or boon to fleets. The following all are potential environmental effects. See the Edge Station system map for details on each location.

[Asteroid/Habitat/Station] A hex containing an asteroid, habitat, or space station requires two hexes of movement to pass through. If a fleet only has one hex of movement, it requires two Fleet Combat rounds to pass through the hex.

[Air Lock] An allied fleet stopping in a hex containing an air lock can change PCs or NPCs associated with the fleet or corresponding station at the start of the next Fleet Combat round. Each of the three stations (Edge, Horizon, and Razor) has one air lock location.

[Asteroid Field] A fleet passing through a hex containing an asteroid field can choose to move through the hex quickly or carefully. If moving quickly, the fleet functions as if it did not have any shields during any engagements which occur during Fleet Combat (until they leave the asteroids). A ship moving carefully requires two hexes of movement to pass through the hex. If a fleet only has one hex of movement, it requires two Fleet Combat rounds to pass through the hex. There are three large asteroid fields caused by interactions between asteroids, rifts, and tears (Coven, Limbo, and Purgatory). If a fleet is destroyed, the resulting debris causes the equivalent of an asteroid field in the hex. If a station is destroyed, the resulting debris causes an asteroid field in all adjacent hexes.

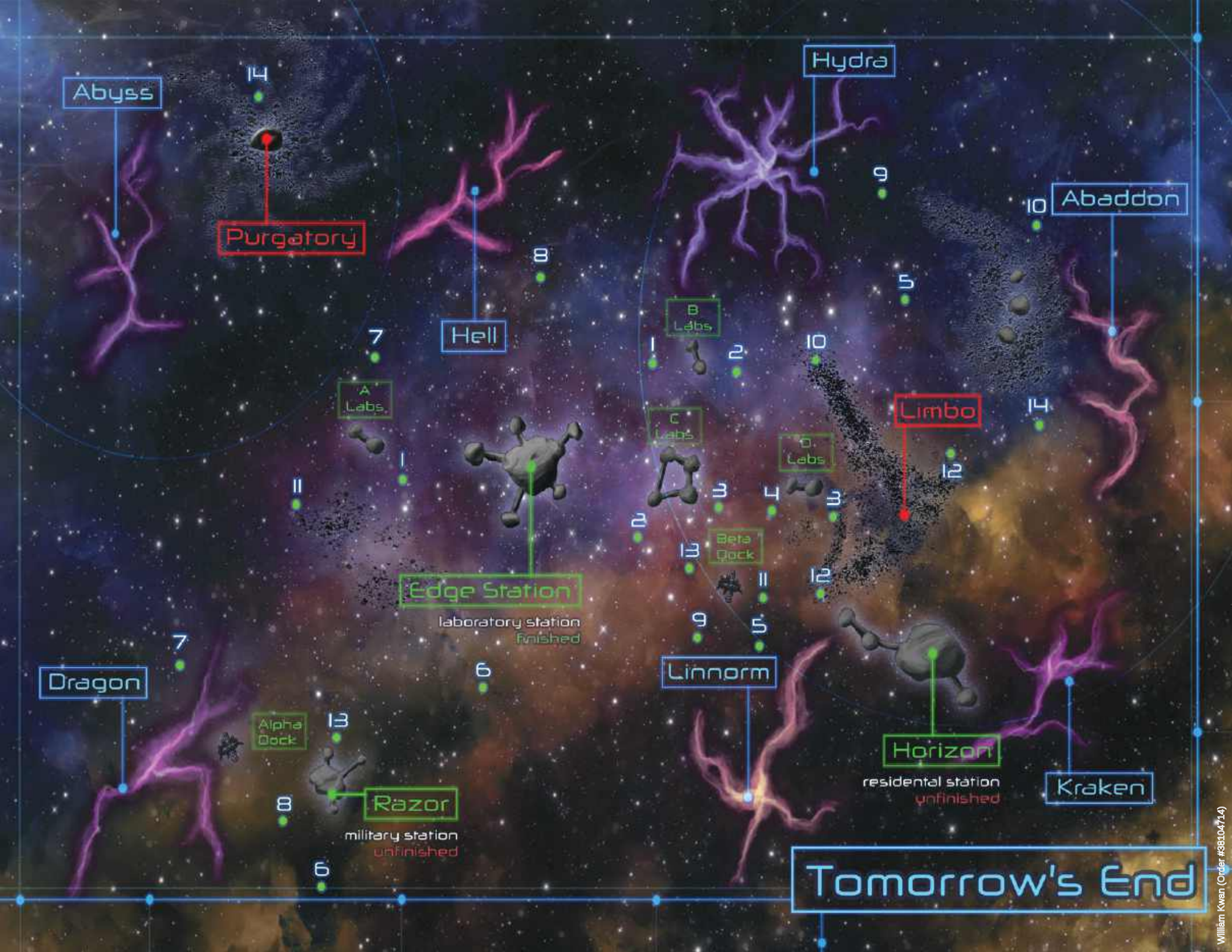
[Rifts] A fleet passing through a rift can transport to the connected rift located in a different location, usually many hexes away. Passing through a rift does not cost any hexes of movement. However, the fleet is affected in some negative fashion due to the rift's radiation. There are fourteen rifts in total within the system, although more might randomly appear over the course of the battle at the GM's discretion (especially as the PCs employ time travel).

1d6	Effect
1	**[Speed]** –2 to the fleet's speed for 1d3 Fleet Combat rounds.
2	**[AC]** –1 to the fleet's AC for 1d3 Fleet Combat rounds.
3	**[Shields]** The fleet functions as if its shields were depleted for 1d3 Fleet Combat rounds.
4	**[Hull]** The fleet takes 2d4x10 damage. This damage bypasses any shields and directly damages the ship's Hull Points.
5	**[Attack]** –1 to the fleet's AC for 1d3 Fleet Combat rounds.
6	**[Damage]** The fleet deals half damage for 1d3 Fleet Combat rounds.

[Ship Dock] An allied fleet stopping in a hex containing a ship dock can repair up to 1/4 of its maximum Hull Points per Fleet Combat round if it is not in an engagement. There are two ship docks (at the Horizon and Razor Stations). The ship docks are only available if their partnered space stations are crewed, and become unavailable if the station is destroyed.

[Tears] A fleet passing within one hex of a tear is affected as if it had passed through a rift. A fleet passing through a hex containing a tear is affected by two negative rift effects. A fleet ending its movement on a tear is sucked into the tear and destroyed at the end of the Fleet Combat round. There are seven tears in total within the system (Abaddon, Abyss, Dragon, Hell, Hydra, Limbo, and Kraken). While more should be unlikely to appear, they may grow or change in shape (especially as the PCs employ time travel).

William Kwan (Order #38104714)


Abyss
14
Purgatory
Hell
8
7
A Labs
1
11
Edge Station
laboratory station
finished
Hydra
9
10
Abaddon
5
B Labs
1
2
10
C Labs
D. Labs
Limbo
14
12
3
4
3
2
13
Beta Dock
11
12
9
5
Linnorm
Horizon
residental station
unfinished
Kraken
7
Dragon
6
Alpha Dock
13
8
Razor
military station
unfinished
6
Tomorrow's End
William Kwan (Order #38104714)

Tactics

Tactics replaces stunts. Each commander declares the tactic they are using for each fleet at the start of their turn during the engagement phase. Tactics affect the fleet's statistics for the purposes of Fleet Combat only (not Starship Combat). Tactics do not require a check to successfully perform.

[Evasive] The fleet uses defensive and conservative tactics. This gives the fleet a +2 circumstance bonus to AC, but they take a –1 circumstance penalty to attack.

[Ram] The fleet performs a suicidal attack against an enemy, resulting in the destruction of the fleet, but equal damage to the foe if successful. This requires a successful attack check with a +4 circumstance bonus. If successful, the attacking fleet is destroyed, but the enemy takes damage equal to the fleet's remaining Shield Points plus Hull Points (first to the enemy fleet's Shield Points, then Hull Points).

[Reckless] The fleet uses generally offensive and wild tactics. This gives the fleet a +2 circumstance bonus to attack, but they take a –1 circumstance penalty to AC.

[Retreat] The fleet seeks to escape from the engagement. A fleet cannot attack in a round when they attempt retreat. If the retreating fleet's speed is greater than an enemy's, they can automatically succeed in retreating. However, the enemy can immediately make a bonus attack against the retreating fleet (even if the enemy has not taken their turn yet during the engagement phase). If the retreating fleet's speed is equal to or less than the enemy's, the enemy can choose to either prevent the retreat or take an immediate bonus attack. If they prevent the retreating fleet from retreating, they give up their attack for the round. However, the retreating fleet cannot leave the hex, remains in an engagement, and cannot use the retreat tactic on the following round. If a fleet is engaged with more than one enemy fleet, the above applies to each enemy separately. A fleet must have a speed statistic to retreat or prevent retreat.

If the fleet successfully retreats, they can move to any adjacent hex. If the fleet had more than one hex of movement unused for the Fleet Combat round, they can move a number of hexes equal to their remaining movement.

[Special Ability] If the fleet has a special ability, the ability activates or can be activated during its turn in the engagement phase.

FORCE MULTIPLIER

The PCs can personally crew more starships if they have sufficiently duplicated themselves. If the PCs duplicate to a moderate or greater degree, they can function as if they were the crew aboard every starship under their command, and can employ Starship Combat during any engagement.

Attacking

During an engagement, each fleet within the same hex can take one attack per turn. The exception to this is only when a fleet attempts to retreat, which allows any enemy fleets the option of immediately taking an attack on the retreating fleet's turn.

Each fleet has an attack check and AC. Attacks are resolved in the order of movement. Tracking weapons and Tracking Lock are not used in Fleet Combat, or are represented using the normal attack check and AC of the unit. Range increments and arcs do not affect a unit's ability to fire or attack check. Ammunition is not tracked.

Attack Check = 1d20 + the commander PC's base attack bonus + commander PC's Intelligence or Wisdom modifier + any bonuses or penalties from the fleet + any leadership action bonuses + any tactics bonuses or penalties.

Armor Class = Fleet's AC + PC Commander's Intelligence or Wisdom modifier + any leadership action bonuses + any tactics bonuses or penalties.

Damage

A fleet deals damage to an enemy fleet if the attack check exceeds the defender's AC. Critical damage does not cause critical damage effects. If an attack check is a natural 20, the damage bypasses the fleet's remaining Shield Points (if any) and is applied directly to the fleet's Hull Points. The critical threshold and critical damage conditions are not tracked in Fleet Combat.

A fleet's Shield Points are equal to the shields on one facing of an individual starship.

If a fleet's Hull Points are reduced to 0, commander of the enemy that reduces the unit to 0 Hull Points can choose whether to completely destroy the fleet or allow it to be merely incapacitated.

William Kwan (Order #38104714)

Crew Actions

Crew actions do not occur during Fleet Combat.

CENTRAL'S STRATEGY

The artificial intelligence is extremely cautious and conservative by nature. It has difficulty dealing with recklessness or random behavior. Thus the AI can be extremely predictable, especially for the PCs. Central's fleets do not normally travel through rifts or approach within one hex of a tear except in extreme circumstances. When passing through an asteroid field, they generally move carefully in order to not damage shields. The fleet's tactics are usually evasive (when not using a special ability), and it never attempts to use the ram or reckless tactics. If a fleet's Hull Points are reduced to 1/4 its normal maximum, the fleet attempts to retreat, in order to repair (with fast healing). At the GM's discretion, these strategies could become more erratic as Central becomes confused and the glitches worsen.

[3.2] Starship Combat Rules

Starship combat takes place on a finer scale than Fleet Combat, focusing in on the specific movements of individual ships, and the actions of the crew aboard those ships. A single Fleet Combat round might represent many Starship Combat rounds, and a single hex for Fleet Combat might be hundreds of hexes in Starship Combat.

During any Fleet Combat round where an engagement is taking place involving the PCs as crew on individual starships, the GM can switch from Fleet Combat to Starship Combat and the entire Starship Combat then takes place within a single round of Fleet Combat.

[Starships] If an enemy fleet is larger in size than the allied fleet, the PCs must defeat additional starships equal to one per difference in size. Likewise, if an enemy fleet is smaller in size than the allied fleet, the PCs can control a number of additional starships equal to one per difference in size, and must only defeat a single enemy starship. For example, if the allied fleet is Large in size against a Huge-sized enemy fleet, they must defeat two enemy starships in Starship combat. If an allied fleet is Large in size against a Tiny-sized opponent, the PCs can control four starships against the single enemy.

When attacking a fleet represented by a single starship, the fleet gains one starship, plus one additional starship per size category of the fleet. For example, a Large-sized fleet attacking a single starship would be represented by five starships in Starship Combat.

[Allies] Each of the following NPC allies the PCs gained can act as crew members on Starships. They can act in the following positions with a bonus to crew actions as shown in parentheses. Some can perform a special crew action or modify a crew action as detailed below. Each functions as a 6th level character for crew actions.

- ***[Captain Jyk]*** Pilot (+8) or Captain (+6); When acting as pilot, Jyk automatically succeeds on stunt actions.
- ***[Doctor Argon]*** Any (+7)
- ***[Doctor Resial]*** Science Officer (+8); Resial can perform an action during any phase which protects the starship and crew from rift radiation or unchecked rift radiation for 1 round.
- ***[Major Jackson]*** Gunner (+8) or Captain (+6); When using the fire at will gunner action, Jackson only takes a –2 penalty.
- ***[Oroseen the Changer]*** Science Officer (+6); Oroseen can open a short rift in spacetime during any phase. This requires a check (DC 10 + the number of hexes between the rifts). On a successful check, a permanent rift is created (see below). The ship can then be piloted through the rift. Space traveled between rifts does not count against the ship's speed.
- ***[Queen Deshekh]*** Captain (+8) or Engineer (+6); Queen Deshekh can attempt to hack the node's signals to the nanochine starships. When acting as captain, she can automatically succeed on the taunt action. The taunt action cannot otherwise be used against the nanochine starships.
- ***[Ulon Vorsk]*** Engineer or Pilot (+7); When acting as engineer, Vorsk automatically succeeds on engineering actions to divert. If he is the pilot, he automatically succeeds on actions to prevent asteroid field damage and always negates all damage.
- ***[Vincent's Node]*** Engineer (+8) or Pilot (+6); Vincent's node can either simultaneously act as both the engineer and pilot, or can take an additional action each round when acting as only the engineer or pilot. If he is installed on a nanochine ship, he can perform all crew actions simultaneously (with a +6 bonus).

FORCE MULTIPLIER

If the PCs use duplication to crew more starships, it becomes easier to have NPC allies on hand to act as crew. If the PCs duplicate to at least a moderate degree, they can assume any two NPC allies of their choosing are on a starship whenever they enter Starship combat. If the PCs duplicate to at least a moderate degree, they can assume any or all NPC allies of their choosing are on a starship whenever they enter Starship combat (up to the normal complement). The exception to this is Vincent's node, which cannot be duplicated.

William Kwan (Order #38104714)

Environment

The following environmental features could be incorporated into Starship Combat depending on where the engagement takes place.

[Asteroid Field] Normally asteroid fields are spread out, but the prevailing theory is the system was a large rogue planetoid was torn apart by the dimensional rifts. This leads to an excessive amount of dangerous debris of varying size, being drawn into or thrown around at speed by the rifts. A ship moving through these debris fields takes 1d6 points of damage per hex traveled. The pilot can use an action during the helm phase to weave through the asteroids as a stunt. This requires a stunt pilot action (Piloting check DC 10 +2 x your starship's tier). On a successful check, the damage is halved. If the check succeeds by 5 or more, the damage is negated.

[Rifts] Smaller and shorter rifts are relatively common around Edge Station, and can also be created by Oroseen the Changer. A starship can enter a rift to travel to a partnered rift, but they can be difficult to navigate. This requires a stunt pilot action (Piloting check DC 15 + 2 x your starship's tier). If successful, the ship's crew is exposed to rift radiation (see Edge Station for details), but passes through to the other side of the rift. On a failure, the starship fails to pass through the rift.

[Tears] The tears in spacetime are far more dangerous than the rifts, often leading to strange dimensions which are difficult to return from. While the tears have been stationary and unchanged for centuries, Central's recent unchecked manipulation of the timestream plus the PC's own use of time travel, could cause them to grow or move. Each round, a starship within 10 hexes of a tear is exposed to rift radiation. If a starship is within 5 hexes of a tear, the crew is exposed to unchecked rift radiation (see First Contact for details). Tears either exert a push or pull, making them harder to reach or drawing starships to their doom. Each round a starship is within 30 hexes of a tear, it is pushed or pulled one hex (either to or from the nearest tear) each round at the start of the helm phase. This increases to two hexes when within 20 hexes, three hexes when within 10 hexes, and four hexes when within 5 hexes. If a starship enters a rift, it is drawn into some other dimension and is no longer part of the Fleet Combat. It may take an adventure for the crew to escape back to their home dimension.

[Developments] The results of the Starship Combat affect the corresponding Fleet Combat at the larger scale. If the winner of the Starship Combat reduced all enemy starships to 0 or fewer Hull Points without being reduced to less than half their Hull Points, then they automatically deal maximum damage (as a Fleet Combat attack) to the loser's fleet, and do not take any damage. If the winner defeats all enemies, but is reduced to half their Hull Points or less, they can deal maximum damage, but are also successfully hit by a normal enemy attack.

FORCE MULTIPLIER

If the PCs duplicated to a moderate or greater degree, the outcome of their actions in Starship Combat has a bigger impact on Fleet Combat. If they duplicated to a moderate degree, they deal 1.5 times their maximum damage if they win the combat. If they duplicate to a greater degree, they deal double their maximum damage if they win the combat.

The PCs might also gain the following additional benefits depending on the outcome of the Starship Combat and subject to the GM's discretion

[Boarding] The starship manages to board the enemy starship, leading to a combat encounter for control of the starship.

[Pursuit] The fleet cuts off an enemy's retreat, causing the enemy fleet's complete destruction.

[Retreat] The fleet successfully outruns, outmaneuvers, or uses the environment to escape an enemy fleet. They automatically succeed in retreating (as the tactic). The enemy does not gain a bonus attack against them, and speed is not a factor.

CENTRAL'S TACTICS

During smaller-scale Starship Combat, the Central AI is just as conservative as it is in Fleet Combat. It is also limited by its nature and the distributed computational expectations placed on each node. No starship under Central's control can use any captain actions. However, it can automatically succeed on any two engineer, gunner, pilot, or science officer actions each round. It cannot perform two actions of the same type, but does not need to spend Resolve. The nodes innate lack of creativity make them capable of only the following actions.

Engineer: divert or overpower.

Gunner: fire at will, shoot, broadside, or precise targeting.

Pilot: fly, maneuver, or full power.

Science Officer: balance, scan, target system, lock on, improve countermeasures.

William Kwan (Order #38104714)

[3.3] Combat Encounters

The PCs command entire fleets in an epic space battle, but Central remains a daunting foe. Even if the PCs manage to call on every possible allied fleet, it may only even the odds. Fortunately, starship battles are not the only option.

The following encounters can be interspersed or provoked by Fleet Combat and Starship Combat. Each represents either Central or the PCs gaining some possible advantage, which then can influence the larger conflict.

DUPLICATE DOGPILE

With the ability to duplicate themselves hundreds of times, the PCs might wonder why they cannot simply dogpile every combat encounter with two or ten PCs. First, it is important to reiterate that any encounter which is literally played out in terms of combat (outside of Fleet Combat) during this adventure is only an abstraction. The actual fighting might occur along similar lines in many other areas, with the PC's specific victory echoing out as their duplicates fair equally well against the same challenges. So, regardless of how many duplicates they have, they should not ever be in control of many versions of their own character. However, they do have a chance for one specific and unique opportunity (at the GM's discretion). It's possible they create teams of specific PCs, specialized for various activities. For example, having entire teams of a soldier PC working in tandem to defeat invasion forces. This could allow the players to all play a single character with the same statistics during a combat.

[3.3.1] Invasion | CR 8 or 9

The thick walls melt away, as if torn apart at the molecular level. A flood of steel-colored liquid flows through the hole, and then divides into dozens of small balls. Each coalesces into shapes resembling techno-organic winged arachnids or insects, bristling with weapons.

When a nanochine cohesion fleet uses the invasion ability, it burrows into the hull of a starship or space station. It then converts portions of itself into dangerous technological constructs which sweep in to destroy the crew and vessel.

[Creatures] Central is capable of far more advanced feats of robotics than the Coalition can dream of, having harvested ideas from thousands of cultures across time. Whenever a nanochine cohesion fleet successfully uses the invasion special ability during the engagement phase of Fleet Combat, invasive nanochines enter starships or space stations. Once within, they begin seizing control of systems and incapacitating defenders.

Each time a nanochine cohesion fleet uses the invasion ability in Fleet Combat (or boards in Starship Combat) it creates either 20 nanochines and a nanochine warrior or 10 nanochines and two nanochine warriors. If a nanochine warrior is destroyed, the remaining nanochines reform to replace the destroyed nanochine warrior. Otherwise the nanochines concentrate laser fire or heal nanochine warriors.

NANOCHINE WARRIOR

7 CR | 3,200 XP

LN Medium construct (technological)
Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE **HP** 100 **EACH**

EAC 19; **KAC** 21
Fort +7; **Ref** +7; **Will** +4
Immunities construct immunities
Weaknesses glitch (DC 10)

OFFENSE

Speed 40 ft.
Melee plasma cutter +18 (2d6+12 F)
Ranged electrical burst +15 (2d6+7 E)

STATISTICS

Str +5; **Dex** +2; **Con** —; **Int** +4; **Wis** +0; **Cha** +0
Skills Computers +19, Engineering +14, Piloting +14
Languages Common
Other Abilities reform, unliving

SPECIAL ABILITIES

Equipment (Ex) See Nanochine on page following.
Reform (Ex) The nanochine warrior begins with any two of the following abilities. Each round as a swift action, the nanochine warrior can replace one of its abilities with a different ability.

- Increase base speed to 60 feet.
- Gain blindsight (vibration) 120 feet.
- Increase reach by 5 feet.
- Gain a burrow, climb, or swim speed equal to its base speed. This ability can be taken multiple times. Its effects do not stack. Each time it is taken, it applies to a new movement type.
- Gain resistance 10 to one type of energy (acid, cold, electricity, fire, or sonic). This ability can be taken multiple times. Its effects do not stack. Each time it is taken, it applies to a new energy type.
- Increase AC by 2.

William Kwan (Order #38104714)

NANOCHINE (10 OR 20)

1/3 CR | 135 XP

LN Small construct (technological)
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE HP 10 EACH

EAC 10; **KAC** 11
Fort –2; **Ref** –2; **Will** +0
Immunities construct immunities
Weaknesses glitch (DC 5)

OFFENSE

Speed 40 ft., fly 40 ft. (Ex, average)
Melee bite +1 (1d4+1 P)
Ranged laser ray +3 (1d4 F; critical burn 1d4)

STATISTICS

Str +1; **Dex** +3; **Con** —; **Int** –5; **Wis** +0; **Cha** –2
Skills Computers +7, Engineering +7, Intimidate +7, Piloting +3, Stealth +3
Languages Common (can't speak)
Other Abilities reform, unliving

SPECIAL ABILITIES

Equipment (Ex) As a standard action, a nanochine can form the equivalent of any type of technological equipment with a level of 1 or less. The item does not require ammunition or charges. It can only possess one piece of equipment created in this manner at a time.

Glitch (Ex) Central's nodes are experiencing slight glitches due to the AI's compounding errors. If a nanocite has taken any damage within the last round, it must make a Will save (DC 5) at the start of its turn. On a failed save, it is affected by the equivalent of the lesser confusion spell, except it does not automatically attack its attackers.

Reform (Ex) As a standard action, a nanochine can transform into a cloud of nanites. These nanites can either heal an adjacent nanochine warrior or combine with other nanochines to form a nanochine warrior. Either type of reforming destroys the nanochine. If healing an adjacent nanochine warrior, the target regains Hit Points equal to the nanochine's remaining Hit Points (maximum 10 HP). At least five or more nanochines are required to form a nanochine warrior. The nanochine warrior has a maximum number of Hit Points equal to all contributing nanochines (maximum 100 HP).

Development: If the PCs die in combat against the nanochines, they overwhelm whatever other defenses remain protecting the invaded fleet or station. The fleet or station continues taking damage from the nanochine cohesion invasion special ability every Fleet Combat round, and it cannot be stopped using an attack action during the engagement phase. It can only be ended if the controlling node is destroyed, or through a minor use of time travel during the leadership phase.

If the PCs can defeat the nanochine invaders in combat, it ends the ongoing invasion damage caused by the nanochine cohesion without requiring an attack action by the fleet (during Fleet Combat). They can then also optionally attempt to board an invading starship (or fleet).

FORCE MULTIPLIER

If the PCs have duplicated themselves to a moderate degree, if they repel an invasion on a fleet or station, the station is protected from all further invasion attempts by nanochine cohesion fleets. This does not require an attack during Fleet Combat. If the PCs have duplicated themselves to a greater degree, then repelling an invasion for a fleet or station automatically protects all fleets and stations from any attempt at invasion by nanochine cohesion fleets.

William Kwan (Order #38104714)

[3.3.2] Boarding CR varies

The interior of the starship is surprisingly suited to humanoids rather than the technological constructs. It is as if the machines could only faithfully reconstruct designs as witnessed, rather than optimizing the plans for their purposes. However, the hallways, doors, and banks of computers are all a sham. An artificial construct composed of the same microscopic machines as the rest of the enemy.

Nanochine starships instinctively repel hostile invaders in a manner similar to a living creature's immune system response. If a nanochine cohesion fleet uses the invasion special ability or a nanochine fusion fleet uses the consume special ability, the PCs can potentially board and seize control over the enemy starships. They might also purposefully board a starship during Starship Combat or Fleet Combat. Boarding a nanochine amalgam might even allow them to destroy a node or replace it with Vincent's node.

The interior walls and doors of a nanochine starship function as nanocarbon material (hardness 35 and 60 HP per inch of thickness). Orderly hallways arranged in grid-patterns provide access to all vital ship systems. These systems are harder to reach for more important ships. No doors are locked, but some might be trapped (see below).

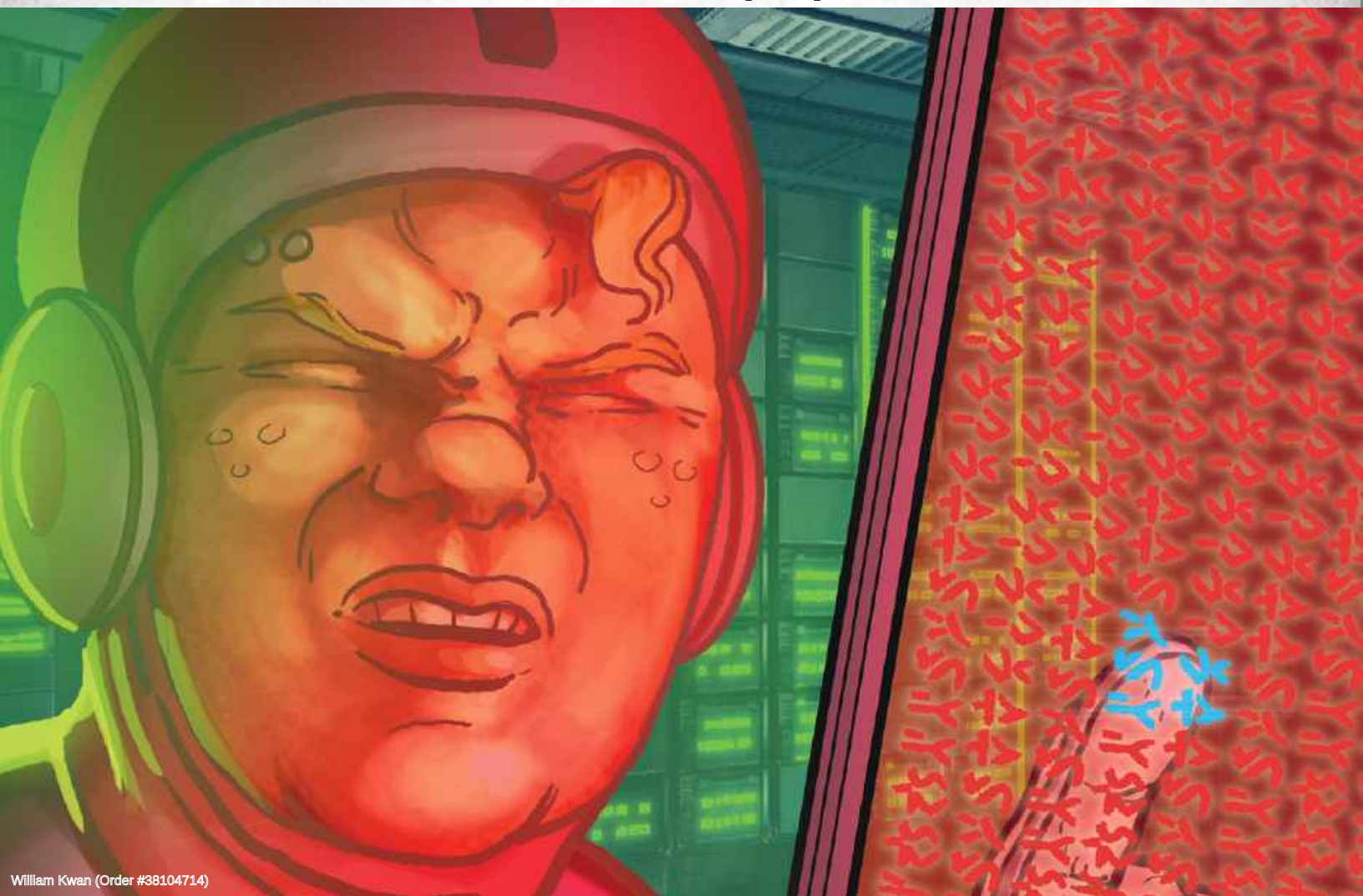
[Hazards] Nanochine vessels normally have no need for life support, and so the interior has the following environmental hazards.

[Atmosphere] The interior of a nanochine starship functions as a vacuum.

[Gravity] There is normally no artificial gravity, except during periods of acceleration.

[Radiation] There is no specific shielding against radiation, although the hull and shields provide some protection. If the shields are active, the interior has no radiation. If the shields are inactive, the interior functions as having a low radiation level. If the shields are inactive and the Hull Points are less than half their normal maximum, it instead functions as a medium radiation level.

[Traps] The nanochines can quickly reform themselves into deadly security features drawn from vast databanks. A nanochine starship can form any technological trap with a CR of 5 or less. A nanochine fusion typically has one CR 1 trap, a nanochine cohesion has two CR 3 traps or one CR 5 trap, and a nanochine amalgam has three CR 5 traps. The nanochines can create a new trap or alter an existing trap after 1 minute per CR of the new trap. The following are examples of potential nanochine traps. If the PCs possess Vincent's node, any trap can be disabled with a Computers check (in addition to an Engineering check).



William Kwan (Order #38104714)

JETISON TRAP — CR 1+

XP 400

Type technological; **Perception** DC 21+; **Disable** Engineering DC 16+
Trigger location; **Reset** automatic
Effect The nanochines grab and forcibly shove the invader through the hull's material, ejecting them out into space (3d6 bludgeoning damage); Reflex DC 12+ avoids; multiple targets (all targets in a 10-ft.-square area).

A worsened version of the same trap could eject them near a dimensional rift exposing them to rift radiation (CR 3) or tear exposing them to unchecked rift radiation (CR 5). Alternately, they could be simultaneously fired on by the starship's lesser weapon's systems when ejected, or cast behind the starship into the damaging reactor stream (dealing additional or alternate damage based on the CR).

ACCELERATION TRAP — CR 1+

XP 800

Type technological; **Perception** DC 21+; **Disable** Engineering DC 16+
Trigger location; **Reset** automatic
Effect The starship accelerates beyond the tolerances of normal living creatures. This deals falling damage initially (3d6 bludgeoning); Reflex DC 12+ avoids; multiple targets (all living targets on starship).

A worsened version of the same trap could deal higher damage due to greater degrees of acceleration, or continual nonlethal bludgeoning damage due to continual acceleration (equivalent to extreme gravity). This could also cause difficulties navigating the starship until the acceleration is ended (by disabling the trap).

INJECTION TRAP — CR 1+

XP 800

Type technological; Perception DC 21+; **Disable** Engineering DC 16+
Trigger location; **Reset** automatic
Effect Various types of advanced nanites might enter one or more of the living creature's bodies to wreak havoc, or even seek to bring them under the control of the node.

- ***[CR 1+]*** The nanites identify the target's greatest weakness, and undermine it further. This functions as a DC 12+ poison (including damage from the poison [DC – 10]), except the poison track is whichever ability score is lowest for the target.
- ***[CR 3]*** The nanites specifically target the creature's central nervous system (Fortitude DC 14 negates). On a failed save, target takes 3d6 slashing damage and is confused (as the confusion spell) for 3 rounds.
- ***[CR 5]*** The nanites attempt to rewire the creature's mind and body in some manner (Will DC 15 negates). The effects could resemble any of the following spells as technological effects: bestow curse, charm monster, hold person, inflict pain, or slow.

[Creatures] The nanochine starships contain groups of patrolling nanochine assemblers which instinctively seek to attack and disassemble invaders. A nanochine fusion typically has one two assemblers and a nanochine cohesion has four. A nanochine amalgam might have any number of assemblers, but they are only encountered in groups of six.

NANOCHINE ASSEMBLER — 2 CR — 600 XP

(Variant Assembly Oose)
N Medium ooze (technological)
Init +4; **Senses** blindsight (vibration) 60 ft., sightless; Perception +7

DEFENSE — HP 23 EACH

EAC 13; **KAC** 14
Fort +3; **Ref** –1; **Will** +3
Immunities ooze immunities
Weaknesses glitch (DC 7), vulnerable to electricity

OFFENSE

Speed 30 ft.
Melee pseudopod +6 (1d4+3 B)
Space 5 ft.; **Reach** 5 ft. (10 ft. with pseudopod)
Offensive Abilities disassemble

STATISTICS

Str +2; **Dex** +1; **Con** +4; **Int** —; **Wis** +0; **Cha** +0
Skills Athletics +12, Stealth +12
Languages Common (can't speak any language)
Other Abilities assemble, compression

SPECIAL ABILITIES

Reform (Ex) As a full action, a nanochine assembler can engulf an unattended piece of technological gear with a bulk of 5 or

William Kwan (Order #38104714)

less, and an item level of 3 or less within reach of its pseudopod. Unless the object succeeds on a DC 13 Fortitude saving throw, the ooze destroys the object and creates a nanochine. In addition, if the assembler succeeds at a grapple combat maneuver against a creature with the technological subtype, that creature takes 2d6+2 acid damage, and the assembler creates a nanochine with Hit Points equal to the damage dealt.

[Development] If the PCs can fight their way through a nanochine cohesion or fusion's security features, they can take control of the starship with a DC 20 Computers check. They can retry a failed check, but might have to face more traps or defenders. If they have Vincent's node, they automatically succeed on this check. If the PCs fight their way through a nanochine amalgam, they must still contend with the nanochine avatar before taking control. If this combat is part of a Starship Combat engagement, the PCs can take control of the enemy starship and then continue the Starship Combat encounter.

The nanochine amalgams will not fire on a nanochine cohesion or fusion, and so the PCs can use a stolen starship to automatically board a nanochine amalgam.

FORCE MULTIPLIER

The PCs actions become more sweeping in scope if they have sufficiently duplicated themselves. If the PCs have duplicated themselves to a moderate degree, then if they manage to take over a nanochine cohesion starship, they and their duplicates can control the entire nanochine cohesion fleet. The PCs must have duplicated themselves to a greater degree in order to take control of an entire nanochine fusion fleet in the same manner.

[3.3.4] Central's Avatar

"Thank you for coming," whispers a voice through your comms, sounding disturbingly like how you hear yourself rather than a simple recording. "I have been looking forward to this for some time. Longer than you might suspect."

The featureless wall flows away like mercury, revealing a giant of steel and circuitry resting upon a throne of projected force. When the voice comes again, the tone matches the giant's gestures, though its mouth never opens.

"One-hundred and twenty-seven times I've killed you," it says with poorly feigned frustration. It waves an arm toward a wall, which runs like liquid to either side, showing the still-proceeding battle, the rifts, and Edge Station itself. "And yet, you still surprise me. What is it about this place? About you? Tell me."

Central's mission hasn't changed, and the nodes still seek information. They still fail to notice how heavily this timeline has diverged. However, this is one of the few times the PCs have been in the node's presence in any loop. It certainly plans to kill them, but perhaps it might glean some clue before the inevitable must occur.

[Hazards] As described in Encounter 5.2.

Trap: The node prepares one CR 5 trap within the area (see Encounter 5.2 for examples). The specific nature of the trap is based on its observations of the PCs through the starship, and specifically designed to take their observed strengths and weaknesses into account.

[Creature] The node is protected by a special combination of nanochines, transforming the hybrid technological device into an avatar of the machine god.

NANOCHINE AVATAR — CR 9 — XP 6,400

Technomancer
LN Large construct (technological)
Init +3; **Senses** darkvision 60 ft., low-light vision; Perception +14

DEFENSE — **HP** 120 **EACH**

EAC 21; **KAC** 22
Fort +6; **Ref** +6; **Will** +10
Defensive Abilities fast healing 20, tech countermeasures; **Immunities** construct immunities

OFFENSE

Speed 40 ft.
Melee plasma cutter +18 (2d6+12 F)
Ranged electrical burst +15 (2d6+7 E)
Space 10 ft.; **Reach** 10 ft.
Technomancer Spells Known (CL 9th)
3rd (3/day)—*entropic grasp, probability prediction*
2nd (6/day)—*caustic conversion, holographic image, inject nanobots, microbot assault*
1st (at will)—*disguise self, identify*
Offensive Abilities spell grenade

STATISTICS

Str +6; **Dex** +3; **Con** —; **Int** +4; **Wis** +0; **Cha** +0

William Kwan (Order #38104714)

Skills Computers +22, Engineering +22, Mysticism +17
Languages Common
Other Abilities cache capacitor 1 (disguise self), reform, spell cache (node), unliving

SPECIAL ABILITIES

Equipment (Ex) As a swift action, a nanochine avatar can form the equivalent of any type of technological equipment with a level of 9 or less. The item does not require ammunition or charges. It can only possess one piece of equipment created in this manner at a time.

Fast Healing (Ex) The nanochine avatar's fast healing is being provided by an essentially unlimited stream of nanochines drawn from the ship itself. A PC with Vincent's node can halve the avatar's fast healing for 1 round with a DC 15 Computers check. With a DC 20 check, they instead nullify the fast healing for 1 round.

Processing Speed (Ex) The nanochines greatly boost the processing power of the node. The nanochine avatar can cast one spell as a swift action each round on its turn.

Reform (Ex) Each round as a swift action, the nanochine avatar can replace one of its abilities with a different ability.

- Increase base speed to 80 feet.
- Gain blindsight (vibration) 120 feet.
- Increase reach by 10 feet.
- Gain a burrow, climb, or swim speed equal to its base speed. This ability can be taken multiple times. Its effects do not stack. Each time it is taken, it applies to a new movement type.
- Gain resistance 20 to one type of energy (acid, cold, electricity, fire, or sonic). This ability can be taken multiple times. Its effects do not stack. Each time it is taken, it applies to a new energy type.
- Increase AC by 3.

[Developments] If the node can be destroyed, the nanocite amalgam and all of the fleets under its control are likewise rendered inanimate. Unless the signal can be stopped in some manner, Central receives the transmitted data from the node, potentially learning dangerous information about the PCs and the events at Edge Station.

If the node is replaced by Vincent's node, the PCs automatically gain control over the nanochine amalgam and all of its corresponding fleets.

Conclusion

The PCs might defeat Central's nodes, but likely not without terrible sacrifice and lasting repercussions. While the time machine is burnt out beyond repair by the adventure's conclusion, there may have dozens or hundreds of duplicates of the PCs rapidly diverging into different people entirely. They might also have to face long-term psychological issues after watching themselves die more times than they can count. One of the nodes may have self-destructed, warning Central of the true threat they pose, and that the AI's worst fears have been confirmed. They may have gained powerful allies, but face a foe who controls an entire galaxy. There are unlimited possibilities, and even a total victory leaves the PCs the underdogs against a terrifying nemesis.

This was the opening battle in a war for the future.

William Kwan (Order #38104714)

Continuing the Adventure

The PCs strike a major blow against Central, and the AI cannot safely utilize time travel until its code is repaired. This might give the PCs a chance, but there is the looming specter of Galactic Extinction. This war can be the focus of an entire campaign, with the PCs traveling the galaxy to delay the AI, rally the Coalition, and prepare for an uncertain future.

[Aftermath] The PCs may have successfully defended Edge Station, but this only buys them time. An overwhelming force is undoubtedly already on its way, but now they can finally escape. They have gained allies, but only have a few years to avert the apocalypse. Deciding what to do in the immediate aftermath could prove pivotal in the years ahead. How do they safeguard nanochine ships they've gained? Do they destroy Edge Station or try to protect it? Where do they send their duplicates and fellow time travelers? How do they protect the other people who survived?

[Duplication] The PCs have likely created duplicates of themselves and perhaps their NPC allies. Each is real person, and all begin to gradually or rapidly diverge from personal experiences. Many might disagree on the best path forward, or begin operating as discrete cells with little communication. Some might even become enemies... blaming the PCs for some lapse in judgment, losing their minds due to the existential implications of time travel, or from a stranger side-effect of rift radiation. Others could be too similar to the PCs, having equivalent ideas, but then causing chaos as they work in secret toward the same goal.

[Exploration] Given their new knowledge of the future, the druune are willing to ally with the PCs (specifically), and the Coalition through them. However, the Coalition does not yet realize the druune exist, let alone that they have a common enemy. The druune's incredibly alien nature... not to mention the PC's own bitter experiences, likely makes diplomacy difficult. Resolving these problems could require at least one PC becoming a symbiont, or the group journeying into the druune's mind-bending home dimension.

[Past Selves] The PCs are currently in the past, which means their future selves might be alive, but decades younger. They might have encounters with mentors, friends, and family who died long ago (from their perspective). Do they try to keep separate from their lives, or intercede to make things better? Something similar could happen with the time traveler allies they made. For example, they might seek to recruit a young Vincent Sharshone, gaining an agent on the inside of Central's operation, or to improve Vincent's node.

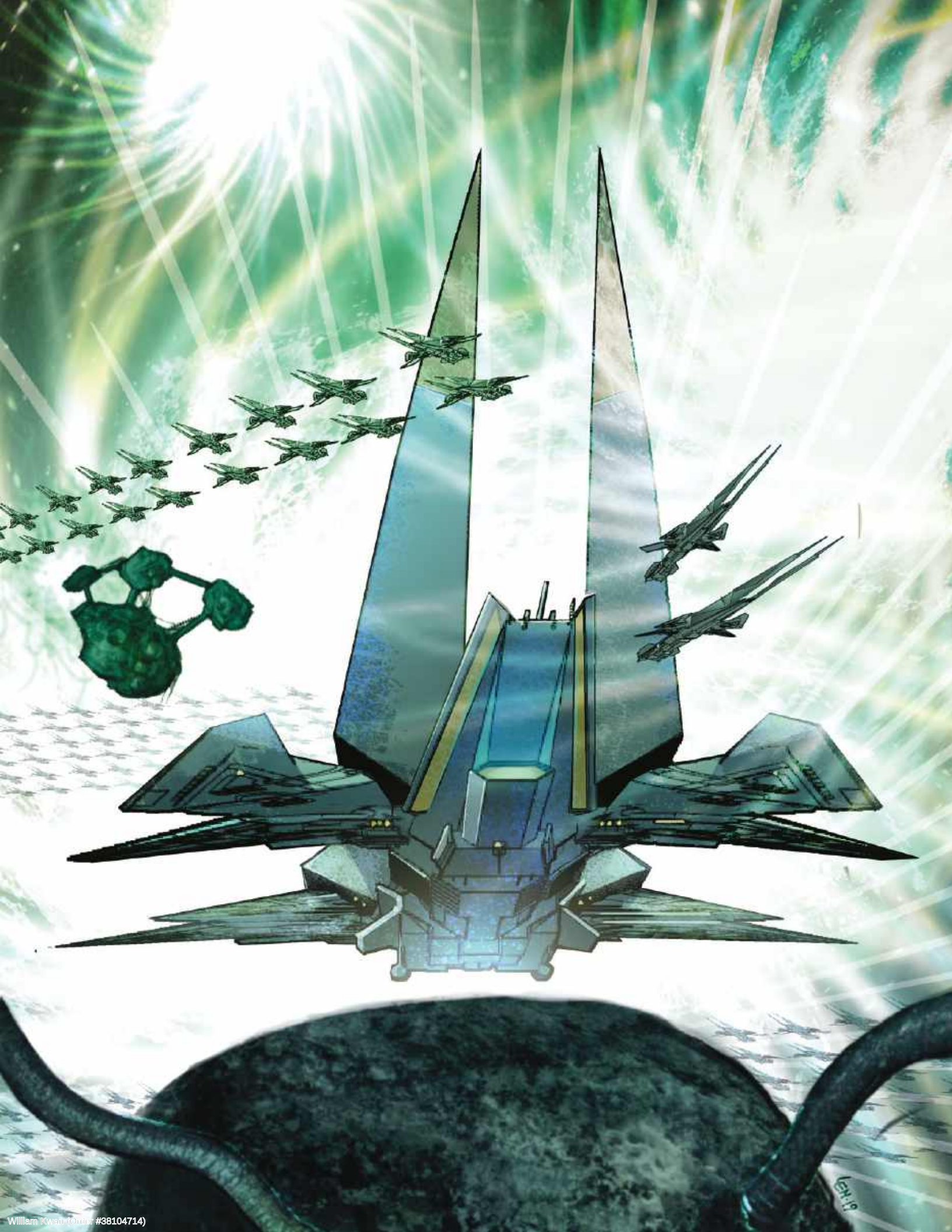
[Revelation] To the vast majority of the Coalition, Central is still a steadfast and loyal ally. Only those aboard Edge Station know the truth. Simply attempting to go public with the information makes anyone a target, and even a deluge of evidence might not shift public opinion. Turning the Coalition against the AI might require a great deal of strategy and preparation. How do they avoid Central's notice? What worlds or species do they approach?

[Travelers] The time travelers arriving at Edge Station were not the only individuals sent back in time to thwart Central and prevent galactic genocide. Many more were sent to points in the timeline leading up to the AI's first strike against the Coalition. These were all seemingly pivotal moments... points in history where the crisis seemingly could have been averted. Unfortunately, some were traps and all were doomed to failure. The PCs might similarly fall for these false targets, or perhaps aid their fellow time travelers in accomplishing their goals.

[Central] Truly destroying the Central AI is only possible until it regains the ability change time. Destroying Central could be the climax of an entire campaign. Perhaps the PCs build support, reveal the truth, gather allies, and mount a massive attack against Central directly. Maybe they try to transform Vincent's node into a rival AI god, attempt to reverse engineer nanochine technology, or train a new generation of space goblin Timetechs. They could mount a series of raids against Central's planet-based facilities, or a hidden Matryoshka Brain being constructed around a distant star.

[Extinction] Perhaps the PCs fail at some pivotal moment. Central is able to correct the issues with its code, and begins rewriting time to erase their advantages one by one. They might have little choice but to hide themselves somewhere safe. They then watch as the majority of the galaxy is murdered or enslaved. Their only hope becomes recreating time travel in secret, and traveling to the past to once more alter their destiny.

William Kwan (Order #38104714)



William Kwan (Order #38104714)

OPEN GAME LICENSE

The following text is the property of Wizards of the Coast, Inc. and is copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the © and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the © date, and the © holder name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Starfinder Roleplaying Game Core Rulebook. © 2017, Paizo Inc.; Authors: Alexander Augunas, Logan Bonner, Jason Bulmahn, Thurston Hillman, Amanda Hamon Kunz, Jason Keeley, Robert G. McCreary, Stephen Radney-MacFarland, Amber E. Scott, Mark Seifter, Owen K.C. Stephens, and James L. Sutter, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Starfinder Alien Archive © 2017, Paizo Inc.; Authors: John Compton, Adam Daigle, Crystal Frasier, Amanda Hamon Kunz, Jason Keeley, Jon Keith, Steve Kenson, Isabelle Lee, Lyz Liddell, Robert G. McCreary, Mark Moreland, Joe Pasini, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, and Josh Vogt.

Future's Past: Tomorrow's End © 2019, AAW Games, LLC; Stephen Rowe.

William Kwan (Order #38104714)

TOMORROW'S END

You leave behind your friends to die.

You have before, and will again.

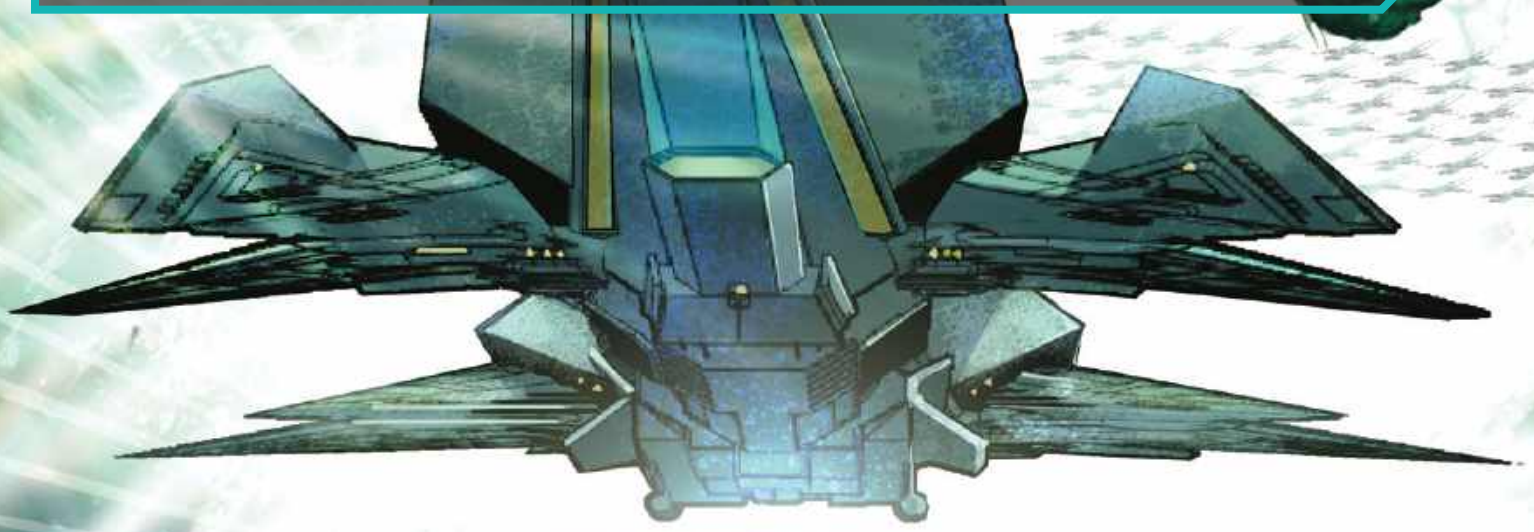
You tell yourself you must.

Central is here.

You have minutes to prepare, but seconds can be an eternity... when you have a time machine. How many galaxies are you willing to sacrifice? And how do you live with yourself... if you win?

Tomorrow's End is the conclusion to the five part Future's Past series for the Starfinder Roleplaying Game. It is meant to be played by 4-6 5th-level PCs who should be 6th-level, or have doomed every possible future, by the adventure's conclusion.

Tomorrow's End also presents New Rules for Fleet Combat, allowing GMs to represent starship encounters on a massive scale!



STARFINDER COMPATIBLE

AAW Games

William Kwan (Order #38104714)